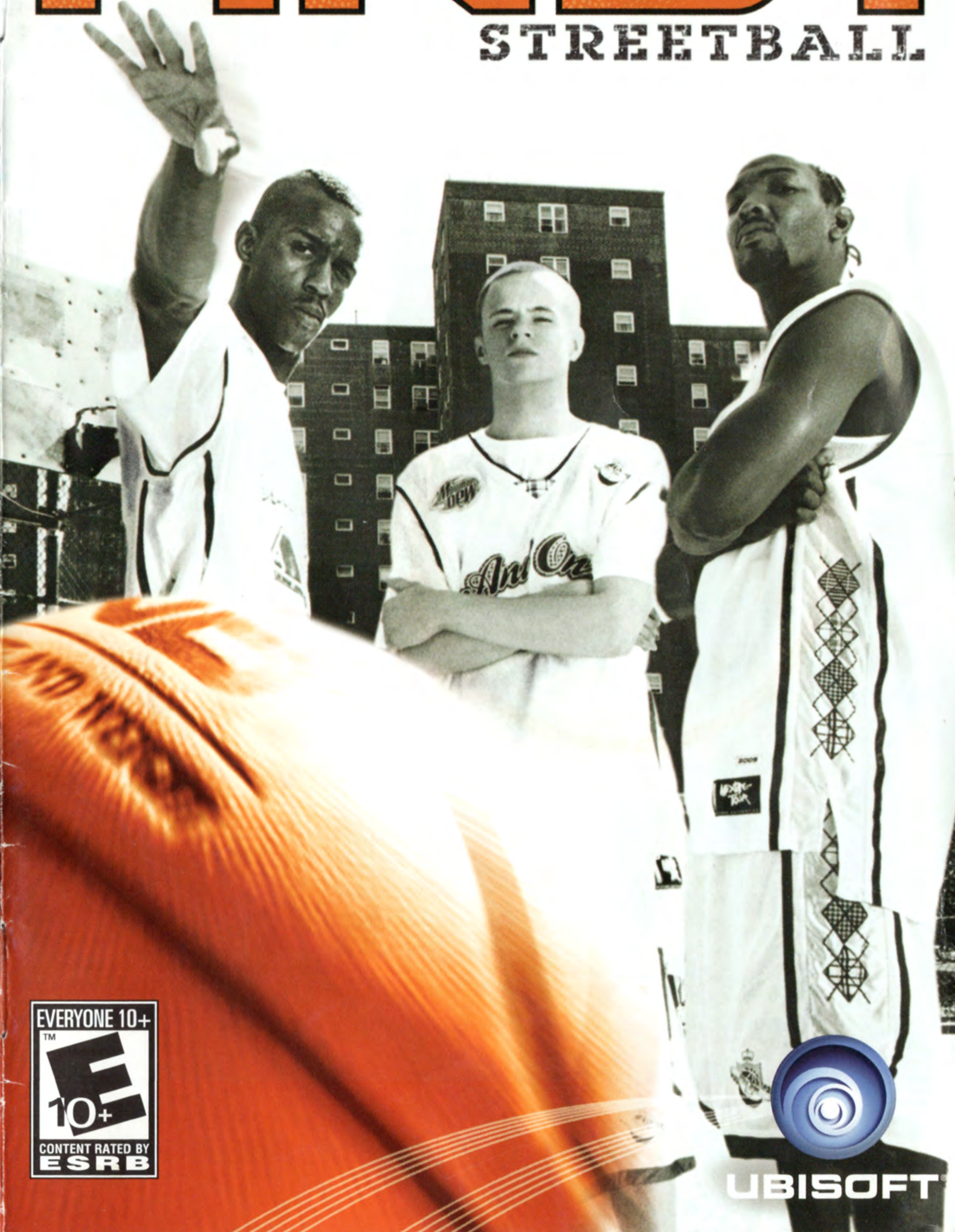
AND 1®

STREETBALL



EVERYONE 10+
TM
10+
CONTENT RATED BY
ESRB

UBISOFT®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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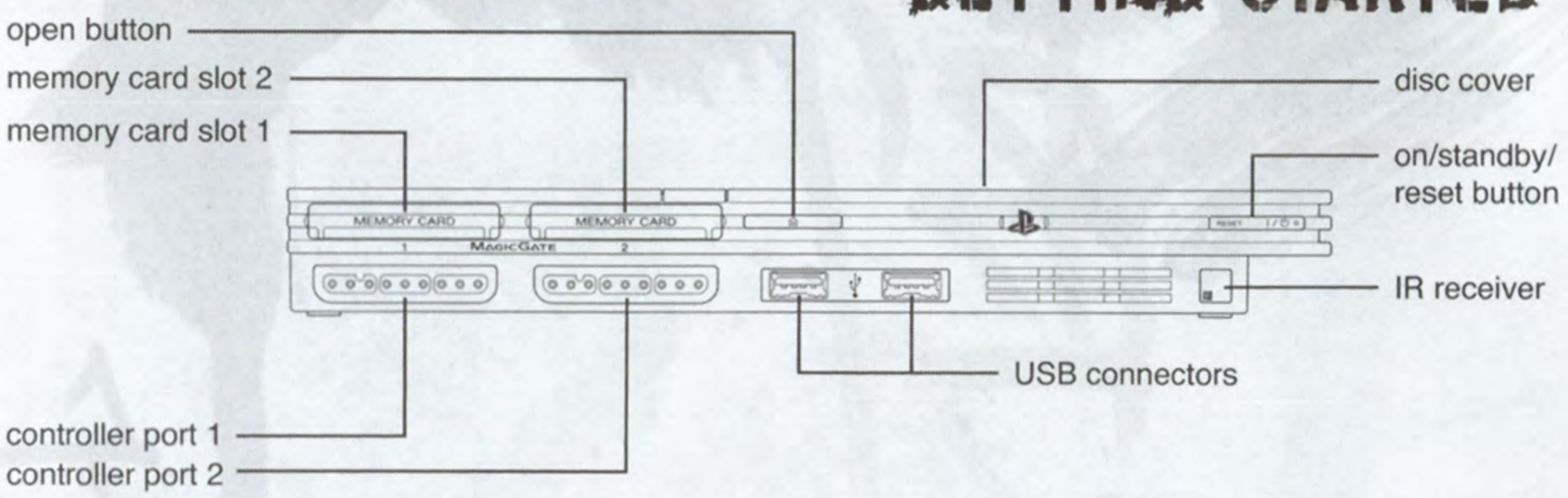
GETTING STARTED*



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the tray will open. Place the AND 1® Streetball disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Basic Menu Controls

- Press the directional buttons to browse or cycle through the different options.
- Press the ⊗ button to select an option, go to the next screen, or change the current option.
- Within any submenu, press the △ button to return to the previous screen.

GAMEPLAY CONTROLS

□ button

Offense (with ball)
- Random I BALL move

Defense
- Steal/Grab ball

⊗ button

Offense (1-on-1)
- Fake pass

Offense (with teammates)
- Pass ball
- Throw alley-oop pass (with the L2 button)

Defense (with teammates)
- Switch to closest player

△ button

Offense

- Jump for rebound; Jump for tip off; Dive for loose ball

Defense

- Jump to block; Jump for rebound; Dive for loose ball
- Jump and grab rebound (with the R1 button)
- Turbo block (with the R1 button)

○ button

Offense (with ball)

- Shoot; Layup; Dunk (with the R1 button)
- Fadeaway, leaner (with the left analog stick away or toward basket)
- Self alley-oop (with the L2 button)

Offense (without ball)

- Jump for tip-in; Putback dunk (with the R1 button)

Defense

- Shove

L1 button

Offense

- Hold to back down the defender in the low post or paint

Defense

- Hold to face your oppenent

R1 button

Offense

- Turbo; Level 3 I BALL (with left analog stick and right analog stick)
- Breakdown move (with the R2 button)

Defense

- Turbo

R1 button + △ button

Defense

- Jump and grab rebound
- Turbo block

L2 button

Offense (with teammates)

- Tap x2 for player icons (pass to corresponding button icon)

Defense (with teammates)

- Tap x2 for player icons (switch control to corresponding button icon)

L2 button + ○ button

Offense

- Self alley-oop

L2 button + ⊗ button
Offense (with teammates)
- Throw alley-oop

Note about alley-oops: Throwing an alley-oop pass will not always connect with your teammate. Position and timing are the key to a successful alley-oop.

R2 button
Offense (with ball)
- Hold for Defensive Dribble mode

R1 button + R2 button
Offense
- Breakdown move (requires an earned Mic and correct positioning on the court)

L1 button + L2 button
Offense
- Activate On Fire mode (when crowd meter is full or Mic is earned)

R3 button (click the right analog stick)
Offense and Defense
- Taunt

left analog stick
- Player movement
- Level 2 I BALL

right analog stick
Offense
- Offensive I BALL control

Defense
- Defensive I BALL control

START button
Pause/In-game menu

SELECT button + △ button, □ button, ○ button, or ⊗ button,
Offense
- Call offensive play

THE STORY

Are you ready to become the next Streetball legend? Begin your rise to the top by competing on the AND 1® Mix Tape® Tour against such star athletes as the Professor, Half Man Half Amazing, and Main Event. Earn

your way into each city's Open and Main Runs and bring your A-game to stay on the bus! You just might earn a contract with AND 1 and get your chance to take on the Streetball world!

PLAYING THE GAME

Press the START button to reach the Main Menu.

Main Menu

Use the left analog stick or the directional buttons to highlight the following options, then press the ⊗ button to select. Press the △ button to go back to the previous menu screen.

- **Quick Game:** Play a quick pickup game.
- **Game Modes:** Access the Game Modes menu to play the AND 1 Mix Tape Tour, Pickup and Side games, or to play online.
- **Create-A-Baller:** Create a custom Streetball player.
- **Create-A-Move:** Create a custom Breakdown move.
- **I BALL Controls:** See an interactive demonstration of your unlocked I BALL Controls.
- **Options:** Access the Options menu to adjust various settings.
- **Bonus Stuff:** This screen lets you view the game's unlockable videos and credits.

Game Modes Menu

On this screen, you can access the various game modes for AND 1 Streetball:

- **AND 1 Mix Tape Tour:** Play the single-player campaign.
- **Pickup game:** Customize a single-player or multiplayer pickup game.
- **Side games:** Replay any of the side games from the Mix Tape Tour.
- **Online:** Play online (requires a network connection).
- **Tutorial:** Play the AND 1 Streetball Tutorial, sponsored by Dodge Caliber.
- **Practice:** Work on your skills at AND 1's JB Jouthe Memorial training facility in Paoli, PA.

Progressive Scan Mode

If you have a television that supports Progressive Scan, you can hold the ⊗ and △ buttons during startup to set up Progressive Scan mode.

I BALL MOVES

STREETBALL IS MY JOB. I BALL FOR A LIVING.

AND 1 is known for its outrageous trick moves, and with the I BALL control system, you too can pull off many of the same moves seen on the AND 1 Mix Tapes.

I BALL moves not only look cool, they also earn your player respect and can make your defender "break his ankles," allowing for a quick opening to the basket.

You can preview your unlocked I BALL controls by going to the I BALL Controls screen from the Main Menu or Mix Tape Tour menu.

NOTE: I BALL moves require special timing to pull off. Please check out the in-game tutorial for more information.

How to I BALL

There are two types of I BALL moves you can perform in AND 1 Streetball, depending on whether your baller is moving or not.

Running I BALL Moves

Level 1 Running I BALL: left analog stick + right analog stick
Level 2 Running I BALL: left analog stick + right analog stick + the R1 button

Stationary I BALL Moves

Level 1 Setup Dribble: right analog stick
Level 2 Showboat Move: right analog stick + left analog stick
Level 3 Anklebreaker: right analog stick + left analog stick + the R1 button

IN-GAME INTERFACE

Score

Shows how many points have been scored in the current game.

Player/Team Name

Displays the current player or team.

Crowd Meter

Reflects how excited the crowd is based on your performance during the game. The more I BALL moves and anklebreakers you do, the more the crowd meter will go up. Note that you need to "finish" (i.e., score a basket) in order for the crowd meter to stay high. If you perform tricks to build up the crowd meter but get the ball stolen, the crowd meter will revert to its former level.

Once the crowd meter is full, you earn a "Mic Checka" Mic.

Mics let you do one of two special things:

- **Activate On Fire mode (L1 + L2 buttons):** Pressing the L1 + L2 buttons will activate On Fire mode, causing the ball to glow red and boosting your team's stats considerably. On Fire mode will extinguish when your opponent steals or turbo blocks the ball, or scores a basket.
- **Perform a Breakdown (R1 + R2 buttons):** After earning a Mic, players can perform an AND 1 Breakdown move worth +3 points in half-court games, or +5 points in full-court games. To do this, press and hold the R1 + R2 buttons when your player's indicator icon is pulsating on the court. The name of the Breakdown move to be performed will appear on-screen.
- You can create your own custom Breakdown moves by accessing the Create-a-Move editor from the Main Menu.

Time

Displays how much time is left in the current half.

Mics Earned

Filling the crowd meter earns you a "Mic Checka" Mic. The indicator shows how many Mics each side has earned, up to three. Use Mics to do a Breakdown move or go On Fire during the game.

Respect Points

Shows the current number of respect points earned. Respect points affect the crowd meter. Earn lots of respect and you will win the crowd over. Earn enough respect points in the AND 1 Mix Tape Tour to advance in each Open and Main Run.

Note that you need to "finish" (i.e., score a basket) in order to keep the respect points earned during a single possession.

Anklebreaker Meter

The anklebreaker meter only appears when you are close enough to a defender to make him fall down. Perform stationary I BALL moves while in this state to build the meter up. When the meter is full, a siren will sound indicating that the defender is ready to fall.

If you pull off an anklebreaker I BALL move at this time, you will be rewarded with a respect point bonus, a clear path to the basket, and the satisfaction of making your opponent look foolish.

THE AND 1 MIX TAPE TOUR

Do you have what it takes to challenge AND 1? Step on the bus and play in the AND 1 Mix Tape Tour as it travels across the country looking for the best Streetball talent. You'll need to have the right mix of skill and crowd-pleasing ability to earn a contract with AND 1 and join the ranks of the Streetball elite!

How the Tour Works

Each summer, AND 1 looks for a new baller to join the AND 1 squad. To do this, the team travels across the country playing against teams of the best local talent.

Voting

After each Main Run, the AND 1 squad gets together in their locker room and votes on who among the three best ballers in the Main Run to cut from the Tour. The remaining two ballers get to stay on the bus and travel to the next stop, where they must once again play in the new city's Open and Main Runs to avoid elimination.

Awarding the Contract

At the end of the AND 1 Mix Tape Tour, the AND 1 squad votes for a final time and awards a new AND 1 jersey and contract to the best baller who lasted to the end. This lucky baller becomes the newest member of AND 1!

The Mix Tape Tour Hub

After each game and at the beginning of each new city, you will arrive at the AND 1 Mix Tape Tour Hub. This screen will show your current Tour stop as well as your cash and respect points, and give you several options:

- **Open Run/Main Run (may be grayed out):** Play the current city's Open or Main Run.

- **Side Game (may be grayed out):** Play the current city's side game.
- **Messages:** Check your text messages on your Mobile Phone. An icon will appear next to this option if you have new messages.
- **My Baller:** View your baller's stats, update his attributes, modify his appearance, and update his Breakdowns.
- **Practice:** Practice your moves on the AND 1 Practice court in Paoli, PA.

Open Runs

Before you can play in each city's big game against AND 1, your baller will need to impress the AND 1 judges at the Open Run. These games are short, six-minute scrimmages in two halves, 5-on-5, shirts vs. skins. Be sure to earn enough respect points to earn your wristband, or you could be going home.

Main Runs

This is it, the big game! You will be on the current city's home team of ballers against five members of the AND 1 squad. AND 1 doesn't like to lose, and will be playing a much tougher game than in the Open Runs. Do your best, impress the crowd, and meet your goals in each Main Run to stay on the bus and travel to the next city!

Side Games

Each city on the Mix Tape Tour will have a series of side games with the AND 1 players, usually before and after the Open Runs. These games have different rules than the Open and Main Runs, and require you to face certain goals. Lose, and it's push-up time...

Text Messages

To read your messages, use the left analog stick or the directional buttons to select a message, and press the ⊗ button to read it. When you are finished reading your message, press the △ button to return to the Text Messages screen.

New messages will have a closed envelope icon next to them, and read messages will be grayed and have an open envelope.

Press the △ button again to return to the Tour Hub.

My Baller Screen

From the My Baller screen, you have the following options:

- **Baller Stats:** See how well you've been performing on the Tour.
- **I BALL Controls:** View all your unlocked I BALL controls.
- **Modify Breakdown:** Update your Breakdown moves.
- **Modify My Baller:** Update your appearance and attributes.

Baller Stats

This screen shows a list of your baller's stats from the entire tour.

Modify Baller

At any time during the Tour, you can modify your baller's appearance and attributes by going to the My Baller screen and choosing Modify Baller.

Winning and Losing

In order to advance in the AND 1 Mix Tape Tour, you will need to meet

(and usually exceed) your goals for each Side Game, Open Run, and Main Run.

Bonus Stuff

This screen lets you view the game's unlockable videos and credits.

Saving and Loading

If you have a memory card (8MB)(for PlayStation®2) inserted, AND 1 Streetball will automatically save your progress as you advance through the AND 1 Mix Tape Tour. If you would rather save your progress yourself, go to the Options menu and turn Autosave to off, then choose Save/Load and select Save.

If you have a memory card (8MB)(for PlayStation®2) with an AND 1 Streetball saved game on it, it will automatically load when you start the game. If you need to load again at any time, go to the Options menu and choose Save/Load, then select Load.

I BALL Controls

Choosing I BALL Controls from the My Baller screen (or Main Menu) brings up the I BALL Control preview screen. From here you can see all the I BALL moves your baller has unlocked.

Move the left analog stick in a direction to see the corresponding Level 1, Level 2, or Level 3 I BALL move.

Note: A move that is grayed out is locked. Play through the Mix Tape Tour to unlock all the I BALL moves!

Creating Your Breakdown Move

Every custom breakdown resides in a list. From the Create-a-Move screen, you will need to create a new move list or select an existing list where the move will go. Once you have chosen a list, you can select a name for your new move or edit an existing move.

You can create up to eight lists with up to eight moves in each, for a total of 64 custom breakdown moves.

Note: You can only have one list of moves activated per game. To activate your list for a quick game or pickup game, go to the Controller Selection screen and move up or down with the left analog stick. To activate your list in Story mode, go to the My Baller screen, highlight Move Lists, and move left or right with the left analog stick

To create your move:

- Move the directional buttons or left analog stick left or right to shift between the four move categories.
- Move the directional buttons or left analog stick up or down to see the different moves in a category.
  - The on-screen model will play and loop whatever move is highlighted.
  - To select a move, highlight it and press the ⊗ button.
- Press the L1 button to clear out your created move and start from scratch.
- Press the R1 button to toggle animation play modes:
  - **Mode 1:** Play animation based on what's highlighted on the list.
  - **Mode 2:** Play full animation.

Categories

Breakdowns consist of four parts: Showboat 1, Showboat 2, Finish, and Celebration.

Beating an AND 1 player in a side game will unlock the components of

their Breakdown for you to use in making your own!
Once you have chosen your four animations, you can watch it play in Edit mode or Camera mode.

Edit Mode

Press the □ button to enter Edit mode. In this mode, players will be able to adjust the transition time between the different animations.

- Choose the animation segment by moving up and down. Two yellow bars will appear around the selected animation.
- Hold the L1 button and move the left analog stick left or right to shorten or lengthen the starting time of the selected animation. This will be reflected in the length of the bar and the Starting Percentage on the screen's upper-left side.
- Hold the R1 button and move the left analog stick left or right to shorten or lengthen the ending time of the selected animation. This will be reflected in the length of the bar and the Ending Percentage on the screen's upper-left side.
- Press the □ button to assemble your edited animation and return to the Create-a-Move screen.
- Press the △ button to exit to the Main Menu. You will be asked if you wish to cancel your changes. To keep your changes, go to No. To exit without saving changes, go to Yes.

Camera Mode

Press the SELECT button to watch your created move in Camera Mode. In this mode, the menus disappear and your player moves around freely on a virtual court.

- **L1 button:** Reset your player's position.
- **left analog stick:** Zoom and Pan controls.
- **right analog stick:** Rotate and Tilt controls.
- **SELECT button:** Return to the Create-a-Move screen.
- ⊗ **button:** Accept changes.
- ○ **button:** Save.
- △ **button:** Exit to the Main Menu. You will be asked if you wish to cancel your changes. To keep your changes, go to No. To exit without saving changes, go to Yes.

To save your created move, press the circle button. To exit from Create-a-Move, press the △ button. You will be asked if you wish to accept your changes and exit. To do this, go to Yes. Otherwise, to stay and make more changes, go to No.

ONLINE MODE

Take your game online and earn your respect by challenging the best ballers out there.

Setting Up for Online Play

AND 1 Streetball online functions only through a broadband (DSL or cable modem) connection. In order to play online, you will need the following items: a Network Adaptor (Ethernet/modem)(for PlayStation®2) installed, an active Internet connection via your own Internet service provider (ISP) account, and a memory card (8MB)(for PlayStation®2) with at least 94 KB free space. Prior to playing online, you will need to set up a Your Network Configuration file. AND 1

Streetball includes a Network Configuration GUI for setting up this file.

Note: When saving and loading Your Network Configuration file, you must use MEMORY CARD slot 1.

Note: After using the included Network Configuration GUI, the RESET button functions differently in And 1 Streetball. To put the console into standby mode, tap the RESET button.

Network Adaptor (Ethernet/modem)(for PlayStation®2)

Install the network adaptor (Ethernet/modem)(for PlayStation®2) in your PlayStation®2 game console according to the instructions in its Instruction Manual.

Your Network Configuration File

Press the left or right directional button to scroll through the available ISP settings, and select one for the upcoming online game. The default displayed is the last ISP setting saved to the memory card (8MB)(for PlayStation®2).

Create/Edit Network Configuration

The Network Configuration GUI allows you to create and edit a Your Network Configuration file. When selected, the game shuts itself down while the Network Configuration GUI is loaded. When complete, the game relaunches itself and goes through its normal loading procedure before returning to the Main Menu screen.

Connect

After selecting a Your Network Configuration file, connect to your ISP. If the connection is successful, the Online Menu screen appears.

Caution: Unplug the AC power cord on your PlayStation®2 console before connecting your network adaptor (Ethernet/modem)(for PlayStation®2).

UDP protocol port 1000 is used by the game. UDP ports 6500, 27900, and 27901 and TCP ports 80, 28910, 29900, 29901, 29910, and 29920 are used during the GameSpy® matchmaking process. Ports 80, 28910, 29900, 29901, 29910, and 29920 are used (in TCP protocol) for the connection to GameSpy®. If you have a firewall, you must open these ports to play online. If you use a router with a unique IP address and you want to create rooms and games (so you can host a server), you must route these ports to your PlayStation®2 system.

This is done by activating "port forwarding" on your router. Port forwarding allows your router to forward traffic from a specific port to your PlayStation®2 system's internal address. Port forwarding should be set up for ports 1000 and 6500 for the game to work properly online. Please refer to your router's manual for more information on how to configure port forwarding.

Troubleshooting

If a connection to the network cannot be established:

- The AC power for the PlayStation®2 console is not fully inserted into the AC IN connector. Check that the AC power cord is fully inserted into the AC IN connector.
- The Network Adaptor (Ethernet/modem)(for PlayStation®2) is not properly installed in the PlayStation®2 console. Check that the Network Adaptor (Ethernet/modem)(for PlayStation®2) is properly installed.
- The network is busy. Wait a few minutes and try to access the network again.
- Check that the network cable is properly connected.

Online Main Menu

In Online mode, you can find quick matches against opponents, host ranked games, enter tournaments, and set up your various gameplay options.

- Quick match: Play a quick game against an online opponent based on your Quick Match settings from the Options screen.
- Create game: Setup a game for others to join in the game lobby.
- Game lobby: Find available games and challenge others.
- Options: Set up your general game settings, and read online documentation.
- Sign out: Sign out and return to the Main Menu.
- Career stats: View career stats.
- Leaderboards: View leaderboards

Game Lobby

Joining a Game

To join a game in the Game Lobby, press the up directional button and down directional button. Once you find a game you would like to play, press the ⊗ button.

Refreshing the Game Lobby

The Game Lobby will refresh itself every minute. If you want to refresh it sooner, press the R2 button.

Creating a Game

To create a game, choose Create Game from the Online menu. Set your game preferences, and wait for someone to join.

UNLOCKING AND VIEWING "THE SCORE": THE AND 1 VIDEO GAME MIXTAPE

To unlock The Score, choose AND 1 MixTape Tour in the Game Modes screen. As you play through the tour, you'll unlock The Score piece by piece until you have the entire MixTape. You can view your collection of unlocked Score segments - there are five total - in the Bonus Stuff menu.

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Thanks,
The Ubisoft Team

AND 1® Streetball

POWERED BY gamespy

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TECHNICAL SUPPORT

Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, **http://support.ubi.com.** Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: **http://support.ubi.com.**

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at **http://support.ubi.com.**

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

WARRANTY

Ubisoft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubisoft products are sold "as is," without any expressed or implied warranties of any kind, and Ubisoft is not liable for any losses or damages of any kind resulting from use of its products. Ubisoft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

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NOTICE

Ubisoft reserves the right to make improvements in its products at any time and without notice.

REFUNDS

Ubisoft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

PRODUCT/DOCUMENTATION REPLACEMENTS

Please contact a Ubisoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes) and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit http://support.ubi.com for an updated price list.

WARRANTY ADDRESS AND CONTACT INFORMATION

Phone: 919-460-9778. Hours: 9am–9pm (EST), M–F

Address: Ubisoft Support, 3200 Gateway Centre Blvd., Suite 100, Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubisoft.

To order Ubisoft products in the United States, please call toll free 888-824-7038.

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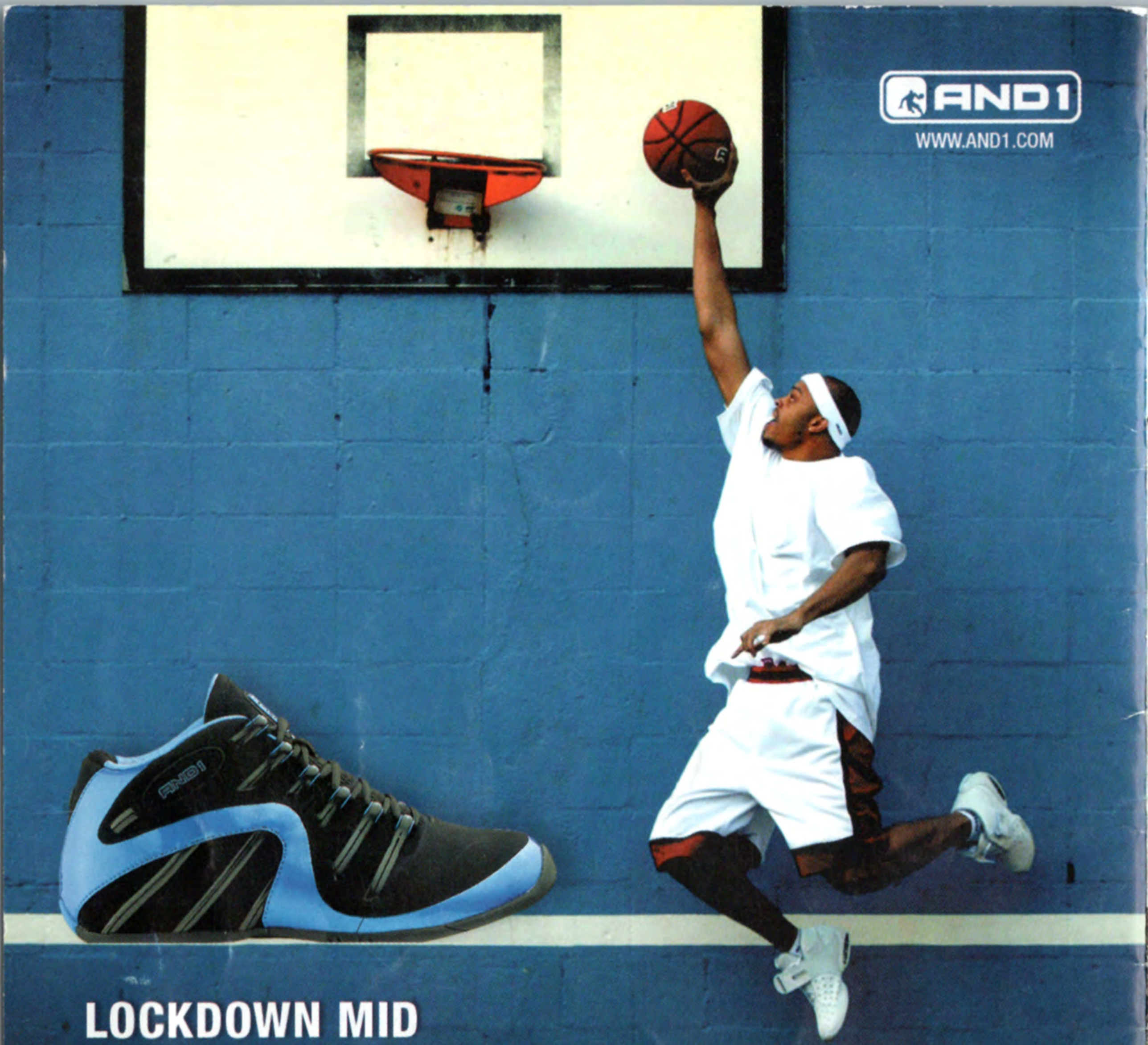

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